

PATENT APPLICATION FEE DETERMINATION RECORD
Effective October 1, 2001

Application or Docket Number

1999/6-017
10/10/01
10/10/01

CLAIMS AS FILED - PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA
BASIC FEE		
TOTAL CLAIMS	3 minus 20 = *	
INDEPENDENT CLAIMS	3 minus 3 = *	
MULTIPLE DEPENDENT CLAIM PRESENT		

* If the difference in column 1 is less than zero, enter "0" in column 2

09/10/01

CLAIMS AS AMENDED - PART II

AMENDMENT A	(Column 1)	(Column 2)	(Column 3)
	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	* 19	Minus	** 20 = 0
Independent	* 3	Minus	*** 3 = 0
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM			

SMALL ENTITY TYPE	OTHER THAN OR SMALL ENTITY
RATE	FEES
OR	370
X\$ 9=	
OR	740
X\$18=	
OR	94
X78=	
OR	260
+130=	
OR	880
TOTAL	170
OR TOTAL	170

AMENDMENT B	(Column 1)	(Column 2)	(Column 3)
	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	* Minus	**	=
Independent	* Minus	***	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM			

SMALL ENTITY	OTHER THAN OR SMALL ENTITY
RATE	ADDI- TIONAL FEE
OR	X\$18=
X\$ 9=	
OR	X78=
X39=	
OR	+260=
+130=	
TOTAL	ADDITIONAL FEE
OR TOTAL	ADDITIONAL FEE

AMENDMENT C	(Column 1)	(Column 2)	(Column 3)
	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	* Minus	**	=
Independent	* Minus	***	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM			

ADDITIONAL FEE	ADDITIONAL FEE
X\$ 9=	
OR	X\$18=
X39=	
OR	X78=
+130=	
TOTAL	ADDITIONAL FEE
OR TOTAL	ADDITIONAL FEE

ADDITIONAL FEE	ADDITIONAL FEE
X\$ 9=	
OR	X\$18=
X39=	
OR	X78=
+130=	
TOTAL	ADDITIONAL FEE
OR TOTAL	ADDITIONAL FEE

- If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
- If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
- If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
- The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.